

FIG. 1

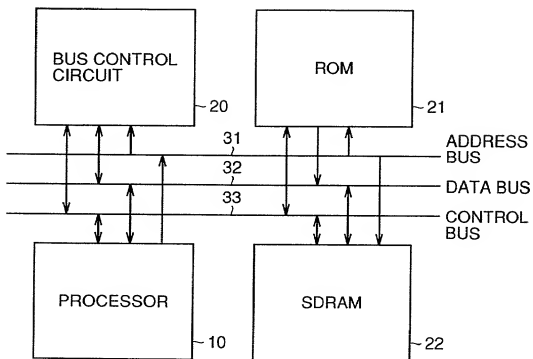
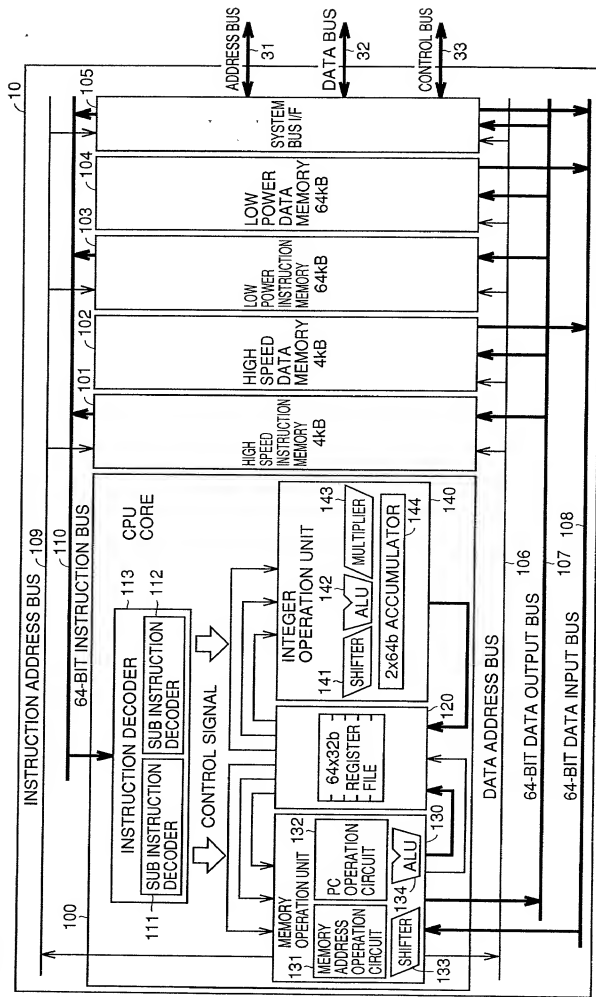
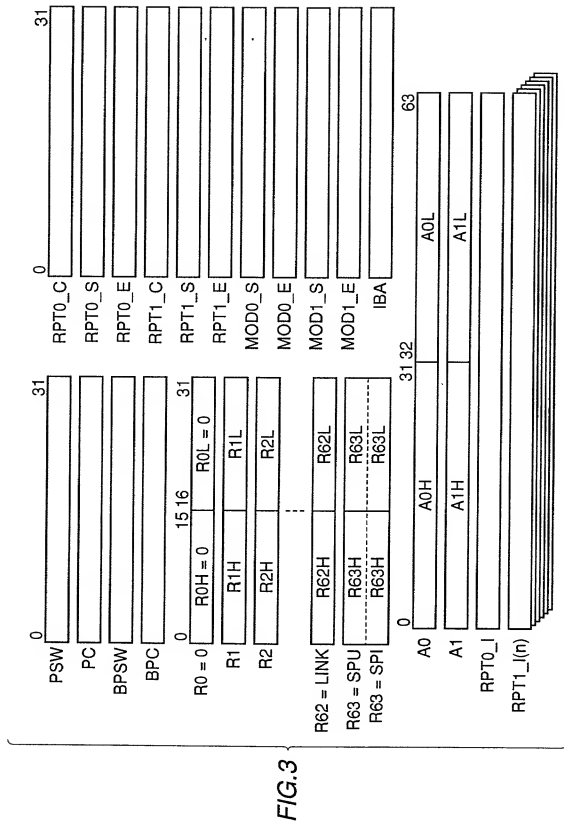


FIG.2





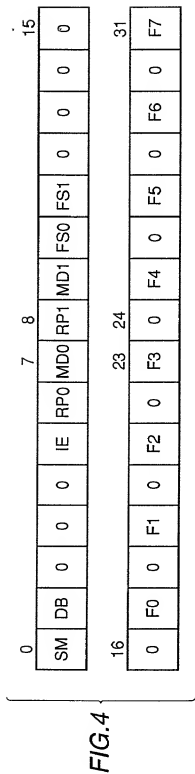
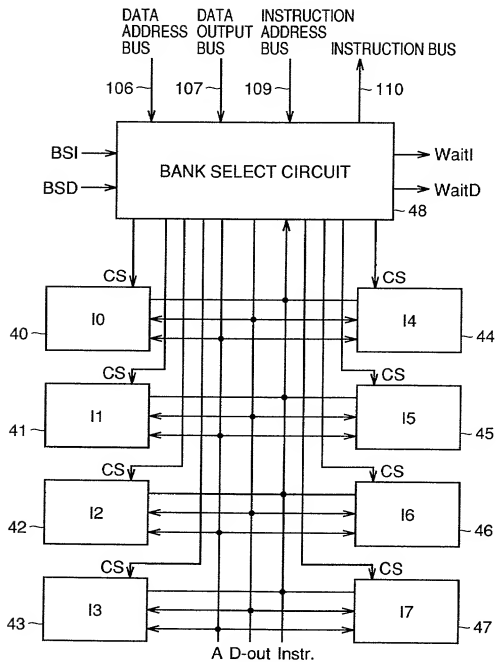


FIG.5



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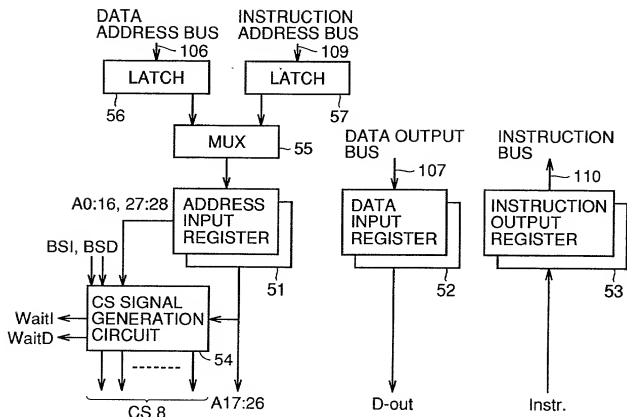


FIG. 6

FIG. 7

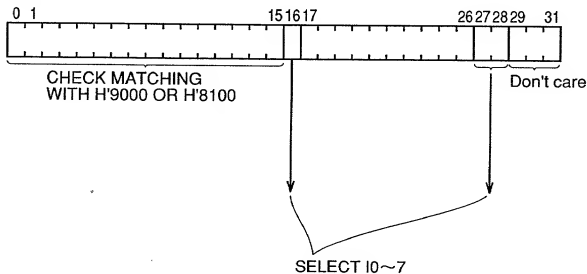


FIG. 8

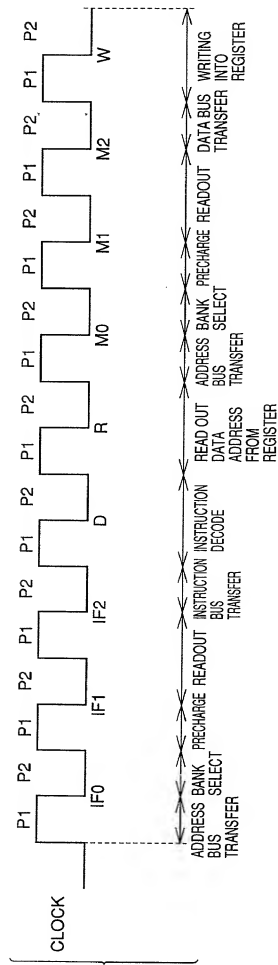
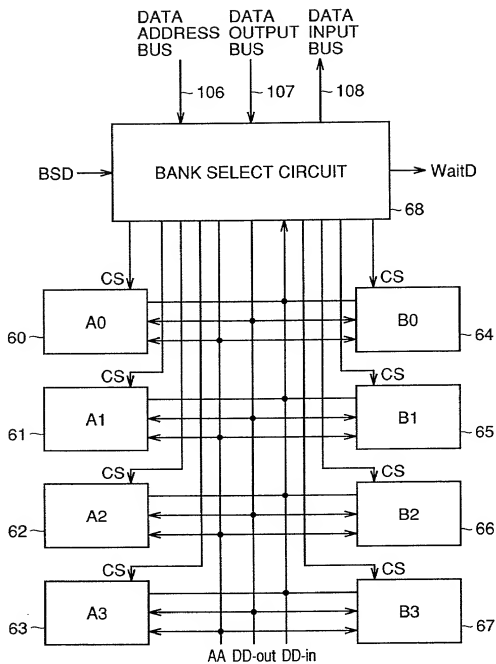


FIG.9



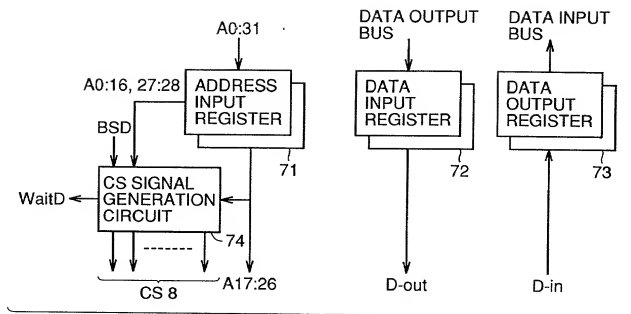


FIG. 10

FIG. 11

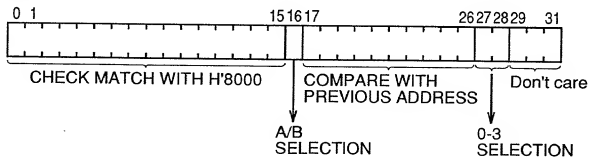


FIG.12A

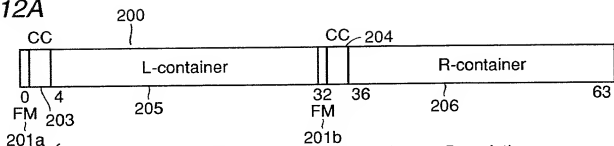


FIG.12B

Code	Conditions to be executed	Description
CC = 000	Always	---
CC = 001	F0 = T and F1 = don't care	/TX
CC = 010	F0 = F and F1 = don't care	/FX
CC = 011	F0 = don't care and F1 = T	/XT
CC = 100	F0 = don't care and F1 = F	/XF
CC = 101	F0 = T and F1 = T	/TT
CC = 110	F0 = T and F1 = F	/TF
CC = 111	Reserved	---

FIG.12C

FM	Number of sub-instructions	Issuing Order	
		L-container	R-container
00	two	1st	1st
01	two	1st	2nd
10	two	2nd	1st
11	one	1st	----

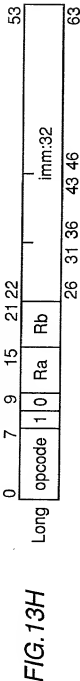
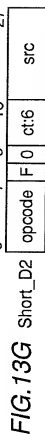
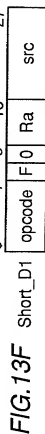
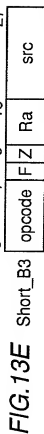
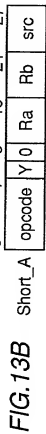
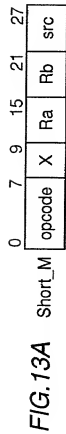


FIG.14A ALU IF0 IF1 IF2 D R E0 W

FIG.14B MAC IF0 IF1 IF2 D R E0 E1

FIG.14C LD/ST IF0 IF1 IF2 D R M0 M1 M2 W

FIG.14D BRA IF0 IF1 IF2 D R/A W

FIG.14E ALU IF0 IF1 D R E0 W

FIG.14F MAC IF0 IF1 D R E0 E1

FIG.14G LD/ST IF0 IF1 D R M0 M1 W

FIG.14H BRA IF0 IF1 D R/A W

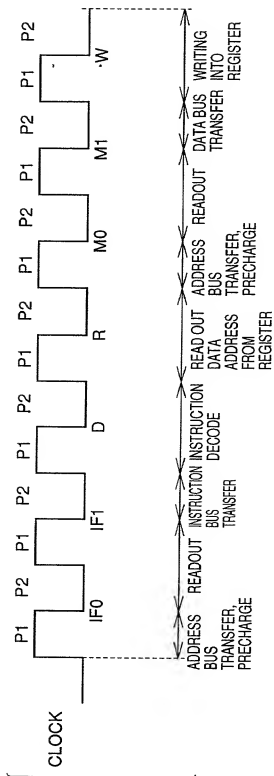


FIG. 15

FIG.16

- Load/Store instructions
 - LDB Load one byte to a register with sign extension
 - LDBU Load one byte to a register with zero extension
 - LDH Load one half-word to a register with sign extension
 - LDHH Load one half-word to a register high
 - LDHU Load one half-word to a register with zero extension
 - LDW Load one word to a register
 - LD2W Load two words to registers
 - LD4BH Load four bytes to four half-word registers with sign extension
 - LD4BHU Load four bytes to four half-word registers with zero extension
 - LD2H Load two half-words to registers
 - STB Store one byte from a register
 - STH Store one half-word from a register
 - STHH Store one half-word from a register high
 - STW Store one word from a register
 - ST2W Store two words from registers
 - ST4HB Store four bytes from four half-word registers
 - ST2H Store two half-words from registers
 - MODDEC Decrement a register value by a 5-bit immediate value
 - MODINC Increment a register value by a 5-bit immediate value
- Transfer instructions
 - MVFSYS Move a control register to a general purpose register
 - MVTSYS Move a general purpose register to a control register
 - MVFACC Move a word from an accumulator
 - MVTACC Move two general purpose registers to an accumulator
- Compare instructions
 - CMPcc Compare
 - cc = EQ (000), NE (001), GT (010), GE (011), LT (100),
 - LE (101), PS - both positive (110), NG - both negative (111)
 - CMPUcc Compare unsigned
 - cc = GT (010), GE (011), LT (100), LE (101)

FIG.17

- Arithmetic operation instructions
 - ABS Absolute
 - ADD Add
 - ADDC Add with carry
 - ADDHppp Add half-word
ppp = LLL (000), LLH (001), LHL (010), LHH (011), HLL (100),
HLH (101), HHL (110), HHH (111)
 - ADDS Add register Rb with the sign of the third operand
 - ADDS2H Add sign to two half-word
 - ADD2H Add two pairs of half-words
 - AVG Average with rounding towards positive infinity
 - AVG2H Average two pairs of half-words rounding towards positive infinity
 - JOINpp Join two half-words
pp = LL (00), LH (01), HL (10), HH (11)
 - SUB Subtract
 - SUBB Subtract with borrow
 - SUBHppp Subtract half-word
ppp = LLL (000), LLH (001), LHL (010), LHH (011), HLL (100),
HLH (101), HHL (110), HHH (111)
 - SUB2H Subtract two pairs of half-words
- Logical operation instructions
 - AND logical AND
 - OR logical OR
 - NOT logical NOT
 - XOR logical exclusive OR
 - ANDFG logical AND flags
 - ORFG logical OR flags
 - NOTFG logical NOT a flag
 - XORFG logical exclusive OR flags
- Shift operation instructions
 - SRA Shift right arithmetic
 - SRAHp Shift right arithmetic a half-word p = L (0), H (1)
 - SRA2H Shift right arithmetic two half-words
 - SRC Shift right concatenated registers
 - SRL Shift right logical
 - SRLHp Shift right logical a half-word p = L (0), H (1)
 - SRL2H Shift right logical two half-words
 - ROT Rotate right
 - ROT2H Rotate right two half-words
- Bit operation instructions
 - BCLR Clear a bit
 - BNOT Invert a bit
 - BSET Set a bit
 - BTST Test a bit

FIG.18

- Branch instructions
 - BRA Branch
 - BRATZR Branch if zero
 - BRATNZ Branch if not zero
 - BSR Branch to subroutine
 - BSRTZR Branch to subroutine if zero
 - BSRTNZ Branch to subroutine if not zero
 - DBRA Delayed Branch
 - DBRAI Delayed Branch immediate
 - DBSR Delayed Branch to subroutine
 - DBSRI Delayed Branch immediate to subroutine
 - DJMP Delayed Jump
 - DJMPI Delayed Jump immediate
 - DJSR Delayed Jump to subroutine
 - DJSRI Delayed Jump immediate to subroutine
 - JMP Jump
 - JMPTZR Jump if zero
 - JMPTNZ Jump if not zero
 - JSR Jump to subroutine
 - JSRTZR Jump to subroutine if zero
 - JSRTNZ Jump to subroutine if not zero
 - NOP No operation
- OS-related instructions
 - TRAP Trap
 - REIT Return from exception, interrupts, and traps
- DSP Arithmetic operation instructions
 - MUL Multiply
 - MULX Multiply with extended precision
 - MULXS Multiply and shift to the left by one with extended precision
 - MULX2H Multiply two pairs of half-words with extended precision
 - MULHXpp Multiply two half-words with extended precision
pp = LL (00), LH (01), HL (10), HH (11)
 - MUL2H Multiply two pairs of half-words
 - MACd Multiply and add (d = 0, 1)
 - MACSd Multiply, shift to the left by one, and add (d = 0, 1)
 - MSUBd Multiply and subtract (d = 0, 1)
 - MSUBSd Multiply, shift to the left by one, and subtract (d = 0, 1)
 - SAT Saturate
 - SATHH Saturate word operand into high half-word
 - SATHL Saturate word operand into low half-word
 - SATZ Saturate into positive number
 - SATZ2H Saturate two half-words into positive number
 - SAT2H Saturate two half-word operands
- Repeat instructions
 - REPEAT0 Repeat a block of instructions #0
 - REPEAT1 Repeat a block of instructions #1
- Debugger supporting instructions
 - DBT Debug trap
 - RTD Return from debug interrupt and trap

FIG.19

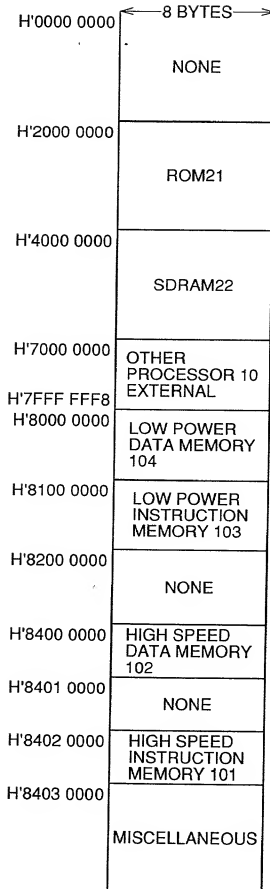


FIG.20

- Operation:

```

    REPEAT1 #count, #pcaddr
    RPT1_C = #count-1
    RPT1_S = PC + 8
    RPT1_E = PC + pcaddr
    RPT1_L(0:5) = Instructions at memory((PC+8):(PC+48))
    if (PC == RPT1_E && RPT1_C > 0) {
        RPT1_C--
        PC == RPT1_S
    }

```

- Example:

```

    REPEAT1 #20, #48
START:LD2W R10, @(R30+, R0) || MAC0 R0, R12, R22
      LD2W R20, @(R31+, R0) || MAC0 R0, R13, R23
      LD2W R12, @(R30+, R0) || MAC0 R0, R14, R24
      LD2W R22, @(R31+, R0) || MAC0 R0, R15, R25
      LD2W R14, @(R30+, R0) || MAC0 R0, R16, R26
END:LD2W R24, @(R31+, R0) || MAC0 R0, R17, R27

```

Zero-
overhead
loop

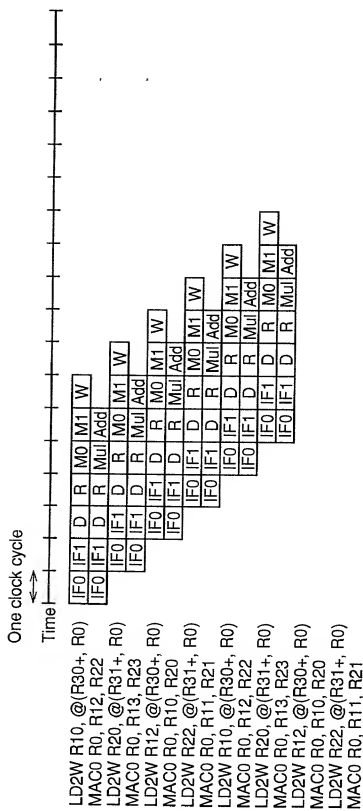


FIG.21

FIG.22

• Operation:

```

REPEAT0 #count, #pcaddr
  RPT0_C = #count-1
  RPT0_S = PC + 8
  RPT0_E = PC + pcaddr
  RPT0_I = Instruction at memory(PC+8)
  if (PC == RPT0_E && RPT0_C > 0) {
    RPT0_C--
    PC == RPT0_S
  }

```

• Example:

```

REPEAT0 #10, #64
START:LD2W R10, @(R30+, R0) || MAC0 R0, R12, R22
      LD2W R20, @(R31+, R0) || MAC0 R0, R13, R23
      LD2W R12, @(R30+, R0) || MAC0 R0, R14, R24
      LD2W R22, @(R31+, R0) || MAC0 R0, R15, R25
      LD2W R14, @(R30+, R0) || MAC0 R0, R16, R26
      LD2W R24, @(R31+, R0) || MAC0 R0, R17, R27
      LD2W R16, @(R30+, R0) || MAC0 R0, R10, R20
END:LD2W R26, @(R31+, R0) || MAC0 R0, R11, R21

```

Zero-
overhead
loop

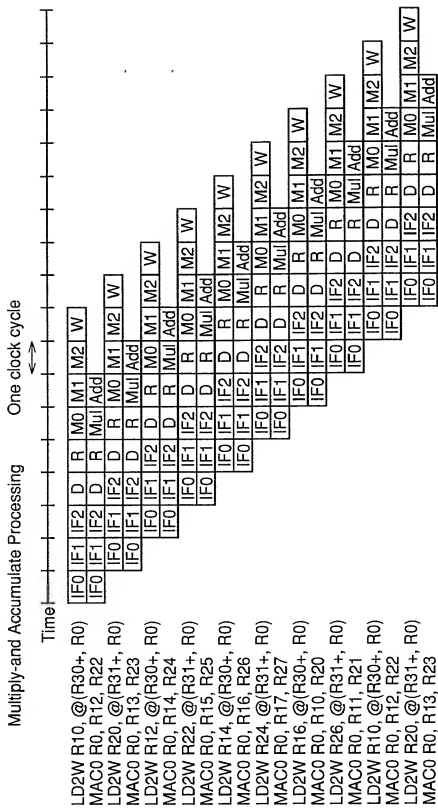


FIG.23

FIG.24

